EmuMovies

NINTENDO ENTERTAINMENT SYSTEM

KUROS...VISIONS OF POWER

WIZARDS & WARRIORS III

WIZARDS & WARRIORS III

THE MIGHTY KUROS IS BACK IN THE GREATEST WIZARDS & WARRIORS ADVENTURE YET!

As Kuros wield your mighty SilverSword in the face of danger!

Disguised as wizard, warrior & thief battle the evil Malkil!

Acclaim

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Nintendo ENTERTAINMENT SYSTEM

GAME PAK INSTRUCTIONS

LJN LTD.

THRILLA'S SURFARI

South Coast Surf Designs • Hawaii •

LICENSED BY
Nintendo

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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, drop it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither LJN, Ltd. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Thrilla's Surfari™

Whoa! Wipeout, Thrilla! Wazula, an African kahuna-type dude with a bad attitude, has kidnapped Barbi Bikini. Get her back or your babe's toast because Imu, the Volcano Master, wants dinner and Wazula plans to make Barbi the blue plate special. Bummer!

Bag your boards (surf and skate), score the first flight to Africa and then check it out: jungle paths, killer rivers, lava grinders, desert ramps...Watch out, Wazula! This scene is tastier than Malibu. Sure the wildlife gets burly ...ever ollie a crocodile?...and the rivers boast serious rips...ever catch a waterfall?...but with your smooth moves, raddest style and Da Boys (T & C's skate & surf crazies) buddying along, the hunt for Barbi is peaking up to be one epic session.

Only problem, Wazula's drillin' your trip with some wicked dudes, like a twin headed, horn flinging rhino, a Great White bigger than the wedges at Waikiki and a toxic Lava Monster deadlier than a reverse aerial over a snake pit.

Don't choke Thrilla, or it's Barbi barbecue. Time to get stoked. Trek with your deck. Blast the breakers. Ding that Wazula doofus with some righteous trashin' while you're thrashin'.

GETTING READY... CHECKING YOUR DECK

LOADING

1. Make sure the power switch is OFF.
2. Insert the T & C II THRILLA'S SURFARI™ Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You will first see "Somewhere in Africa," Imu ordering Wazula to bag Barbi Bikini and bring her back to him. To watch how Wazula executes his master's wishes, press the A BUTTON. To skip the story, press the START BUTTON.

When you see the THRILLA'S SURFARI™ title screen, to proceed, press the START BUTTON again.

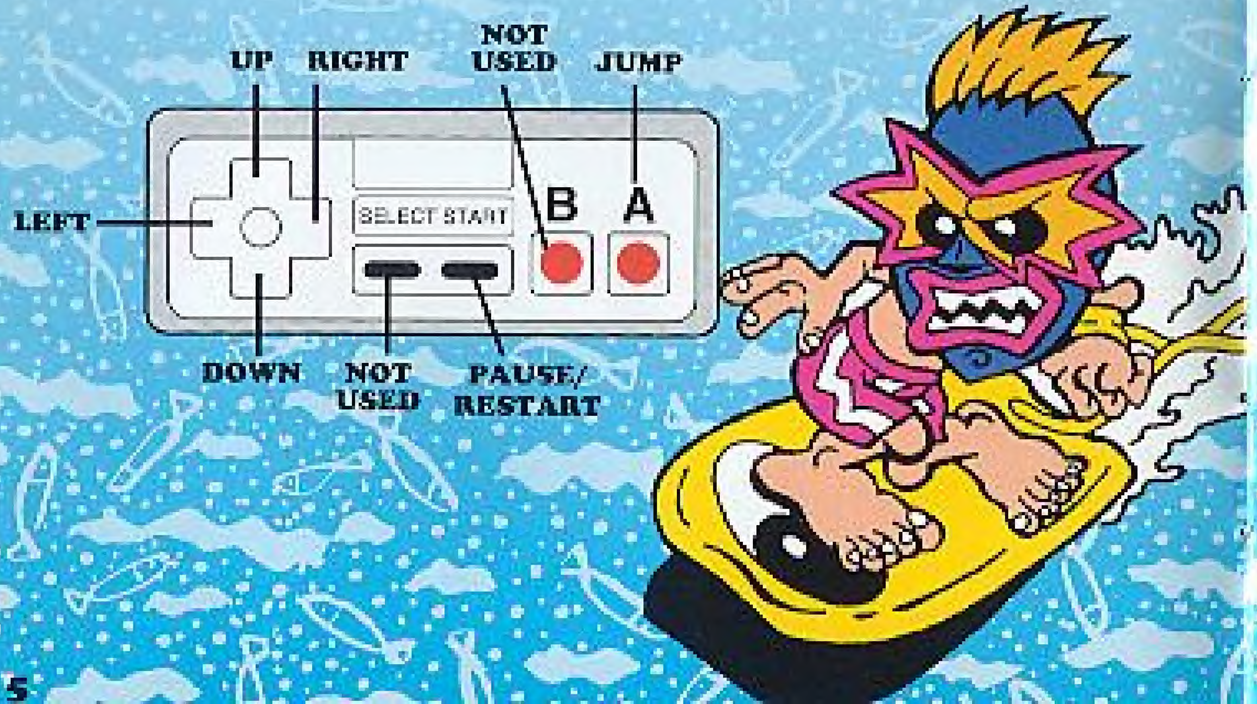
You will then see Thrilla parachute into deepest, darkest Africa.

To begin play, press the START BUTTON once more.

Note: T & C II THRILLA'S SURFARI™ is a One-Player game.

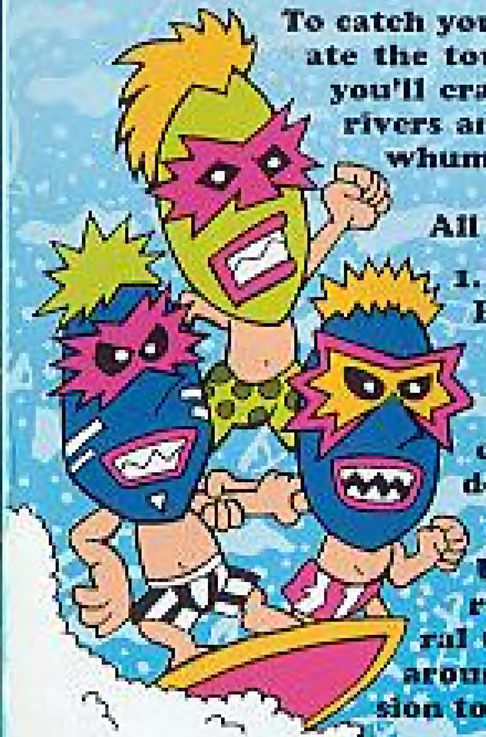
THE CONTROLS...RIPPIN', DUDE

The following illustration shows your skate and surf control points.



ON THE SCREEN... AWESOME ACTION

AFRICA...SHREDDIN' HEAVEN



To catch your babe and cream Wazula, you must negotiate the toughest of terrains. Bail in the jungle and you'll crack more than your stick. Nosedive in the rivers and you'll be chewing rock sandwiches. Get whumped riding a shark, you're hamburger dude.

All terrains have two types of obstacles.

1. Weirdlife
From electric eels, to angry warriors, to giraffes, to wiley voodoo skulls, weirdlife obstacles stand out with rad colors. Tear around them to totally avoid them or carve some air and drop in right on top to destroy them.

2. Snags
Unmoving solid obstacles such as pits, rocks, palm trees and logs have colors natural to the terrain and are totally to be slashed around, ollied over and way avoided as a collision totally removes a life.

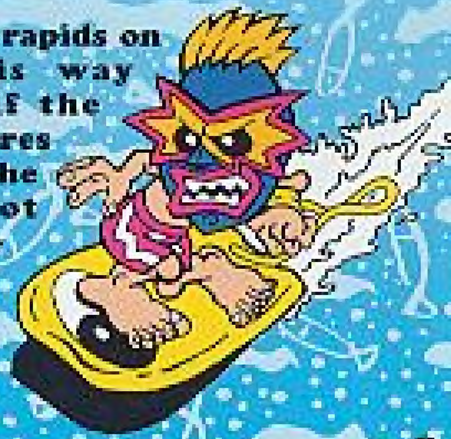
Insane Terrain

Jungle

Crammed with weirdlife, mean ramps and tight turns, these spots demand tasty thrashing. Control your roll to beat the slaloms, but crank it to jump the pits...they're deadly, dude!

River

Whoa! Shooting rapids on a surfboard is way wicked, but, if the whitewater scares you, wait for the waterfalls! Got caught in some slow water? Jump out of trouble with an aerial.



Desert

Bakin' buddy! But the sand surfin's a trip. Smooth ramps, epic straights: no problemo ...but getting stepped on by mega-sized soldier ants, stung by giant cobras and wiped out by stinger flinging scorpions... that's a different story.

Lava River

Within Imu's volcano run rivers of red hot lava. Steep rapids abound. Splashes of white hot magma explode without warning. Dragon spirits haunt the caverns. Go, Bro! You're on your own.

Killer Terrain

Waterfall

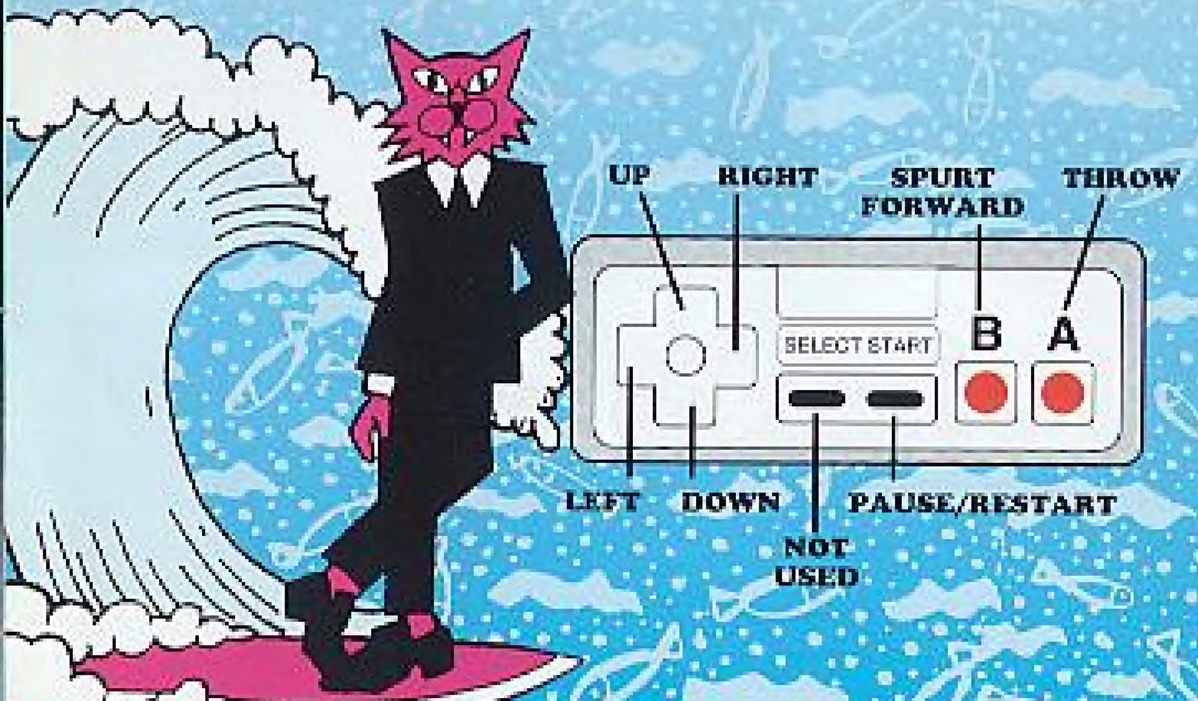
Like riding a tidal wave, dude! Only this wave's chock-a-block with rocks! Neither your UP and DOWN CONTROL PAD ARROWS nor the A BUTTON work on the waterfalls. So, to avoid a free fall slammo, use your LEFT and RIGHT CONTROL PAD ARROWS...or you're a gone gorilla, Thrilla.

Ocean

Stash the sticks and board for some underwater play. Deep sea plants will pelt you with stones, gnarly squids will wrap you in their wiley tentacles and quiet clams will crush you in their shells. No stress! To get out of the lunch-eon lineup, smack the maritime marauders with your coconuts and dive, dive, dive!

Shark Controls

The following illustration shows your control points when riding a shark.



LEVEL BOSSES...WAZULA'S

At this level of the game, you must waste one of Wazula's tough guys. These gnarly dudes exude serious bad attitudes. Stuff 'em.
Note: When up against a level boss, the left hand side diamonds show your health, the right hand side diamonds, the boss's health.

Skateboard Controls (Against Level Bosses)
The following illustration shows your control points when skating against level bosses.

Level 1 - The Killer Rhino

With two heads, wings and flying horns, the Killer Rhino can easily make a chump out of a chimp. Let fly with the coconuts. Every hit brings this creep closer to destruction.

Level 2 - Nemesis of the Deep

Riding a shark won't slow this trash flinging, gorilla chomping Great White from sharpening his teeth on you. Blunt his attack with a barrage of bananas.

Note: The controls for your shark work the same as when in Ocean Terrain as shown on page 10.

Level 3 - Huge Killer Scorpion

Missing mellow Maui, Thrilla? This overgrown sand crawler fires stingers from its tail and poison pellets from its mouth. Next time he opens up, shoot him with some coconuts right in the kisser.

Level 4 - Older Brother of Evil Shark

Defeating his brother has not helped your popularity with this fish-faced food processor. He's madder than a cyclone, faster than a woodie with a turbo blower and dead set on making a monkey out of you.

Level 5 - Hyper Nasty Rhino

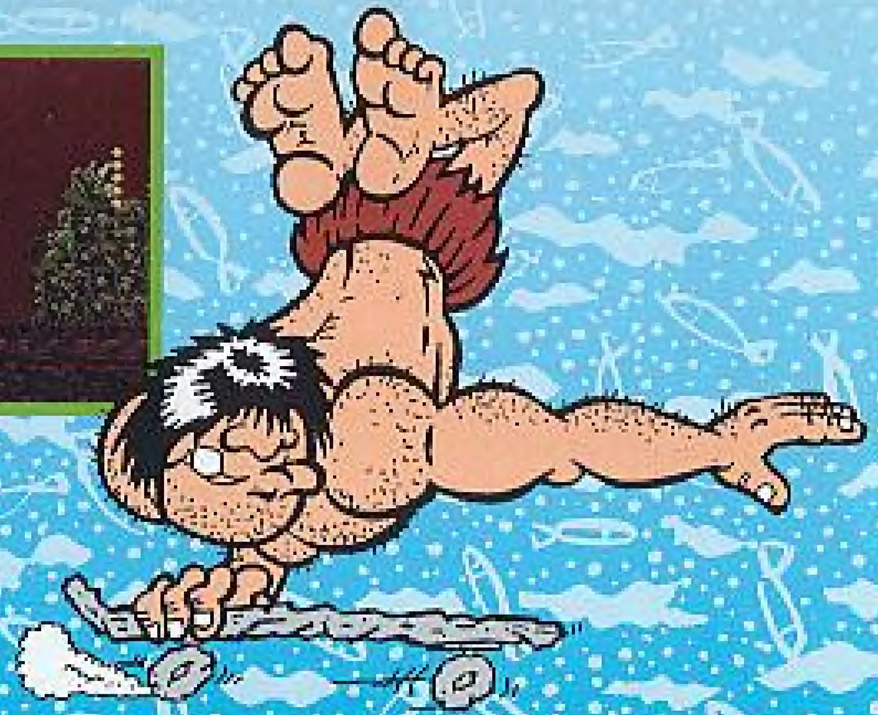
A hot deck, cool airs and rippin' style won't save you your babe if this guy shish-kebabs you on a flying rhino tusk. Keep slashin' and bashin'.

Level 6 - Brutal Scorpion

Speed kills...unless you're trying to outrun a psycho scorpion. Tear round the shell fire and axe the armor plated arachnid with some well aimed coconuts.

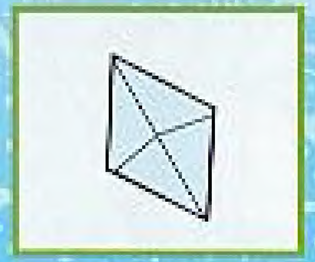
Level 7 - Immense Lava Monster

Whoa! Once it was Wazula, now it's a beast bigger than the Banzai Pipeline and deadlier than a riptide...only Imu's fricasseeing Barbi, so take off, dude. Beach dweeb or volcanic viper, Wazula you're history!



LIVES, PICK-UPS & BONUSES... EXCELLENT

You begin the game with 3 lives. However, to aid in reaching your babe, 3 types of pick-up are available:



Diamonds - temporarily make you invincible.

Bananas - add an extra unit to your health.

Coconuts - give you the chance to win extra lives by playing the Shell Game (one go for each coconut picked-up).

TO PICK UP ANY OF THE ABOVE - Touch the appropriate item.

THE SHELL GAME

Within any level if you pick-up one or more coconuts, AND THEN COMPLETE THAT LEVEL, you will see the Shell Game.

To play the game, use the LEFT or RIGHT CON TROL PAD ARROW to move the arrow pointer to the shell you guess hides a peanut.

To check your choice, press the A or B BUTTON.

Each time you find the peanut, an extra life will be added to your total lives remaining.

SURF KAT'S SHELL GAME TIP: GUESSING THE LOCATION OF THE PEANUT IS WAY HARD, BUT ONCE YOU FIND IT, YOU ARE ENTITLED TO MORE GAMES KEEP A CLOSE EYE, BECAUSE WHERE IT GOES, MAYBE YOOZ KNOWS!

SURF'S UP

The jungle is hung with hazards, chimp chompers swamp the oceans and the rivers ooze with danger, but Wazula is lame brained if he thinks you'd choke on a challenge. Rippin' airs, rad re-entries...stand back Wazula while you jam the ramps, lay back tall, and show that gnarly gremlin he wiped when he swiped this beach boy's babe.

Take off thrashin' and slashin'. Burn that bogus buddy...before Barbi's break fast or, whoa, some surf stoked grom met steals your break!

Cowabunga, dude!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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